

GOLEM

Source: 3e *Epic Level Handbook* (adamantine golem, mithral golem); 3e *Monster Manual III* (gloom golem, hangman golem); 3e *Fiend Folio* (hellfire golem).

There are many types of golems, but all share certain traits. All are constructs animated by elemental spirits; each is typically constructed predominantly of a single material, such as stone, iron or bone. The elemental spirit that animates a golem is difficult to control and tends to fight its master; initially, such attempts are doomed to failure, but all too often, the spirit eventually breaks free, usually with tragic results.

Hangman Golem

Large natural animate (construct)

Level 12 Soldier

XP 700

Also called rope golems, hangman golems are composed of numerous ropes that are twisted and wrapped into the shape of a humanoid figure. A hangman golem stands almost twice the height of a normal human.

HP 120; **Bloodied** 60

AC 27; **Fortitude** 24; **Reflex** 26; **Will** 24

Speed 6 (can't shift)

Initiative +12

Perception +7

Darkvision

STANDARD ACTIONS

(mbasic) Rope Lash * At Will

Attack: Melee 3 (one creature); +15 vs. Reflex.

Hit: 3d6+10 damage and the golem grabs the target (escape DC 20).

(melee) Strangle * At Will

Attack: Melee 3 (one creature grabbed by the golem); +17 vs. Fortitude.

Hit: 4d6+13 damage and the target is dazed until the end of its next turn.

(close) Rope Whirlwind * Recharge 5 6

Attack: Close burst 2 (each enemy in burst); +15 vs. Reflex.

Hit: 3d8+4 damage.

Unravel (healing) * At Will

Effect: The hangman golem unravels into a large heap of tangled ropes filling its space until the beginning of its next turn and regains 10 hit points. While it is in this form, the golem gains resist 10 all, it cannot move (although it can be subject to forced movement) and it is indistinguishable from a normal pile of rope without an Arcana or Insight check (DC 25). Other creatures may enter the golem's space while it is in this form, treating it as difficult terrain. The golem may end this effect prematurely by spending a minor action. If creatures share its space when it resumes its normal form, it pushes each such creature to the closest available space.

Sustain Standard: The golem remains unraveled until the end of its next turn and regains 10 hit points.

Str 23 **Dex** 19 **Wis** 13

Con 16 **Int** 3 **Cha** 3

Alignment unaligned

Languages -

Gloom Golem

Large immortal humanoid (construct)

Level 16 Soldier

XP 1,400

A gloom golem is constructed from clay from the banks of the River Styx. It is pure malevolence given physical form. A gloom golem appears to be a misshapen, ogre-sized brute with faces pressing out against its body from within, as if clamoring for release. Where its face should be is only a gaping black orifice, from which emanates its incessant wailing.

HP 157; **Bloodied** 78

AC 32; **Fortitude** 28; **Reflex** 26; **Will** 30

Speed 6

Initiative +12

Perception +8

Blindsight 20

TRAITS

Incessant Wail of Despair * Aura 6

All nondeaf living creatures in the aura suffer a -2 penalty to Will defense and saving throws.

STANDARD ACTIONS

(mbasic) Touch of Woe (psychic) * At Will

Attack: Melee 2 (one creature); +19 vs. Will.

Hit: 2d12+11 psychic damage, and the target is dazed (save ends).

First Failed Save: The target is instead dazed and suffers a -1 penalty to attacks and skill checks (save ends both).

Second Failed Save: The target is dazed and suffers a -1 penalty to attacks and skill checks until the golem is destroyed or until the target is subject to a *remove affliction* ritual or similar effect.

TRIGGERED ACTIONS

(close) Danger of Gloom * At Will

Trigger: A creature uses an attack vs. Will against the golem.

Attack (Immediate Reaction): Close burst 10 (the triggering creature); +19 vs. Will.

Hit: The triggering attack targets the triggering creature as well as the golem.

Str 18 **Dex** 15 **Wis** 11
Con 21 **Int** 3 **Cha** 20

Alignment evil

Languages -

Hellfire Golem

Large immortal humanoid (construct)

Level 18 Elite Brute

XP 4,000

Created in the Nine Hells by the most powerful of devils, a hellfire golem is a terrifying creature that appears to be made out of blazing lava covered with a crumbling black crust. Flames leap out from the cracks in its crusty skin and wreath its body in infernal fire.

HP 428; **Bloodied** 214

AC 30; **Fortitude** 32; **Reflex** 29; **Will** 29

Speed 7 (can't shift)

Saving Throws +2; **Action Points** 1

Initiative +11

Perception +10

Darkvision

TRAITS

Hellfire Nimbus (fire, necrotic) * Aura 1

A creature that ends its turn within the aura loses resist fire until the end of its next turn.

Build the Fires

When the hellfire golem takes fire or necrotic damage, its *hellfire nimbus* expands to an aura 2 until the end of its next turn.

STANDARD ACTIONS

(mbasic) Hellfire Slam (fire, necrotic) * At Will

Attack: Melee 2 (one creature); +23 vs. AC.

Hit: 2d8+7 damage plus 2d10+6 fire and necrotic damage and ongoing 10 fire and necrotic damage (save ends), or ongoing 15 fire and necrotic damage (save ends) if the golem is bloodied.

Hellfire Cleave * At Will

Effect: The golem uses *hellfire slam* against two different targets.

TRIGGERED ACTIONS

(close) Gout of Hellfire (fire, necrotic) * Encounter

Requirement: The golem must be bloodied.

Trigger: The golem suffers at least 40 points of damage from a single attack.

Attack (Free Action): Close blast 3 (each creature in blast); +19 vs. Reflex.

Hit: 4d8+7 fire and necrotic damage, and the target gains vulnerable 10 fire.

Str 26 **Dex** 14 **Wis** 13
Con 24 **Int** 12 **Cha** 14

Alignment evil

Languages understands Infernal

Mithral Golem

Level 26 Elite Soldier

Large natural animate (construct)

XP 700

Large natural animate (construct)

XP 18,000

HP 484; **Bloodied** 242

Initiative +22

AC 42; **Fortitude** 39; **Reflex** 39; **Will** 36

Perception +18

Speed 9

Darkvision

Immune See *epic threat*

Saving Throws +2; **Action Points** 1

TRAITS

Alacrity

The mithral golem may take an extra standard action on its turn.

Epic Threat

The mithral golem is immune to all damage from sources of less than 21st level.

STANDARD ACTIONS

(mbasic) Slam * At Will

Attack: Melee 2 (one creature); +31 vs. AC.

Hit: 4d10+12 damage, and if the creature takes damage again before the beginning of its next turn, it falls prone.

(melee) Crushing Stomp * Recharge 5 6

Attack: Melee 1 (one prone creature); +31 vs. AC.

Hit: 6d10+15 damage, and the target cannot stand up (save ends).

TRIGGERED ACTIONS

(melee) No Escape * At Will

Trigger: An enemy within 2 squares enters a square further away from the golem.

Attack (Immediate Interrupt): Melee 2 (the triggering creature); +29 vs. Reflex.

Hit: 3d8+4 damage and the target falls prone.

Str 29 **Dex** 25 **Wis** 20

Con 26 **Int** 3 **Cha** 3

Alignment unaligned

Languages -

Adamantine Golem

Level 30 Solo Soldier

Large natural animate (construct)

XP 95,000

HP 683; **Bloodied** 341

Initiative +19

AC 46; **Fortitude** 42; **Reflex** 42; **Will** 42

Perception +21

Speed 8

Darkvision

Immune disease

Saving Throws +5; **Action Points** 2

TRAITS

Adamant Toughness

Whenever the adamantine golem takes damage, it makes a saving throw. If it succeeds, it does not take damage. It gains a +5 bonus to this saving throw if it is dazed, dominated or stunned. If the adamantine golem takes cold and fire, cold and thunder, radiant and necrotic or acid and fire damage within the same round, it loses this trait (save ends).

STANDARD ACTIONS

(mbasic) Adamantine Fist * At Will

Attack: Melee 2 (one creature); +35 vs. AC.

Hit: 6d10+5 damage and the target falls prone.

Relentless Blows * At Will

Effect: The golem uses *adamantine fist* three times. If it is bloodied, it may use *awesome blow* in place of one *adamantine fist* attack if it is recharged.

(melee) **Awesome Blow** * **Recharge 5 6** (4 5 6 while bloodied)

Attack: Melee 2 (one creature); +33 vs. Fortitude.

Hit: 6d10+17 damage and the golem pushes the target 10 squares and the target falls prone. The golem then makes a secondary attack against each creature adjacent to the target.

Secondary Attack: Melee 1 (each creature adjacent to the primary target).

Hit: 3d6+5 damage, and the target falls prone.

MOVE ACTIONS

(melee) Trample * At Will

Effect: The golem moves up to its speed. It can enter enemies' spaces during this movement. It makes the following attack against each creature whose space it enters.

Attack: Melee 0 (each creature whose space the golem enters); +33 vs. Reflex.

Hit: 8d6+3 damage and the target falls prone.

FREE ACTIONS

Nothing Stops It! * Recharges when first bloodied

Effect: The golem makes a saving throw and rolls to recharge *awesome blow*.

Str 35 **Dex** 15 **Wis** 22

Con 25 **Int** 3 **Cha** 8

Alignment unaligned

Languages -